NICKELODEON™

DORA the EXPLORER™

Dora saves the Crystal Kingdom

EVERYONE

E

CONTENT RATED BY ESRB

kid tested™

2k play

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

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- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
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Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
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- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

PlayStation®2 system

Starting a game: Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **Dora Saves the Crystal Kingdom** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2): To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Game Controls

Game Menu Controls

Left Analog Stick: Scroll through menu options.

Directional Buttons: Scroll through menu options

⊗ **Button:** Accept highlighted menu option.

◎ **Button:** Go back to previous menu screen.

△ **Button:** Not used.

SELECT Button: Option Menu (only on Profile Select Menu).

In-Game Controls

⊗, □, △, ◎ **Buttons:** Jump and interact with objects/ Flying Game special action

Left Analog Stick: Move/scroll through Backpack and Map menus and interact with mini-games.

Right Analog Stick: Use during mini-games requiring 2 analog sticks.

Directional Buttons: Scroll through Backpack and Map menus.

SELECT Button: Skip the current cut scene.

START Button: Pause the game and open the In-Game Menu.

Note: During the mission, you will need to press the ⊗ **Button** to jump and interact with objects on your adventure. You can also do this by pressing the □, △, or ◎ **Buttons**.

Main Menu

After pressing the ⊗ **Button** on the opening Title Screen, you will be taken to the Main Menu. Here you will see the following three options:

Save the Kingdom

Takes you to the main Crystal Kingdom Adventure. From there, you can start a new game or continue an existing saved game.

Crystal Courses

Allows one or two people to race through any of the riding games found throughout the main Crystal Kingdom Adventure.

Credits

Watch out for surprises as Dora and friends take you through a list of the people who made this game.

Pause Menu

You can bring up the Pause Menu at any point in the Crystal Kingdom Adventure by pressing the **START Button**. This will pause the adventure until you choose to resume it. When you are on the Pause menu, you can select the following options:

Resume

Return to the adventure.

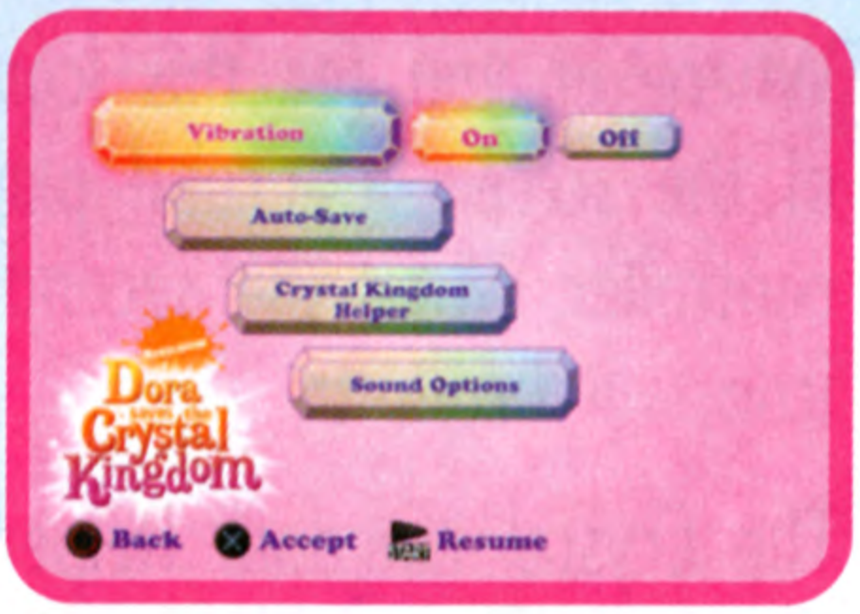
Options

Access the Options Menu.

Quit

Stop the current adventure, losing all progress, and return to the Main Menu.

Options Menu



The Options Menu can be accessed from the Pause Menu or the Level Select Menu. When you are on the Options Menu, you can adjust the following settings for your game:

Auto-Save

Choose whether or not the game will automatically save your progress.

Crystal Kingdom Helper

Turn on/off this assistance feature. (See Page 6)

Sound Options

Adjust the volume levels for the Voice, Effects and Music.

Delete Saved Data
(only available from Profile Select Screen)

Allows you to erase the current saved game, so you can begin a new one. Once the data is erased, it cannot be retrieved.

Crystal Kingdom Helper Option

Even great explorers need a helping hand. That's why the Crystal Kingdom Helper Option allows a grown-up or older sibling to use a second controller from time-to-time to assist the little explorer playing the game. At any time during a Completion Game (see page 15), a second player can help out by performing the same action on his or her controller, thus increasing the speed at which the Completion Meter fills.

Whenever you see this icon appear in the lower right-hand corner of the screen, a second player can help out by using a second controller. When the second player moves the analog sticks, this icon will begin to glow.

The Crystal Kingdom Helper Option can be turned on and off in the Options Menu. You will also be given the option to turn this feature on or off when you start your Crystal Kingdom adventure.

A Colorful Adventure

In the storybook land of the Crystal Kingdom, there are four magic Color Crystals: red, yellow, green and blue. They give everything in the kingdom its color: yellow for the sun, blue for the sky and water, green for the trees and plants, and red joins the others to make a beautiful rainbow. But the Greedy King has taken the Crystals for himself and the colors are draining away from everything in the Kingdom.

Dora, Boots, and Snow Princess join Allie, the one person in the kingdom to never lose hope, on an adventure to regain the Color Crystals and save the Crystal Kingdom. But they need your help! ¡Vámonos! Let's go!

Crystal Kingdom Adventure Mode

The Crystal Kingdom Adventure is the primary mode of the game, in which you'll help Dora and Boots find the four Color Crystals. As you travel along the Adventure Trail, you'll discover Mini-Game Challenges, Backpack Games, Map Games and Flying Games. You'll also go to new storybook lands and gain magical objects to help you on your way.

Join Dora and Boots as they explore these amazing storybook lands:

The Crystal Kingdom

Dora and Boots begin their adventure here and return often to restore the color that has been drained from it.

Dragon Land

Dora and Boots encounter a dragon and a knight while gaining the Yellow Crystal and a shield that shines.

Butterfly Cave

Gain the Green Crystal and magical butterfly wings after helping the giant caterpillar out of a jam.

Magic Castle

Dora and Boots travel through the clouds to a castle in the sky, and learn a little magic as you gain the Blue Crystal and magic wand.

Selecting a New Game/ Saved Game

To start playing in Crystal Kingdom Adventure Mode, you'll need to use a Save Game slot.

There are three Save Game slots available on this screen. Choose either an empty slot or a previously saved game, as described below, then press the ⊗ **Button** to begin.

New Game

The slots that say "New Game" are empty. If you select an empty slot, you will start a new Crystal Kingdom Adventure from the beginning. Your progress will be saved to this slot, as well as any adjustments you make to the Options settings.

Saved Games

You can continue a previously saved game by selecting a slot that has already been filled. The previously saved game slots will display the name of the mission you were on during the last save.

Note: During a mission, your game will automatically save at the end of each section, unless you choose to turn the Auto-Save option off in the Options Menu.

Level Selection Menu

After loading a saved game, you will see the Adventure Map, which serves as your level select menu. Each screen shows one full adventure, and each sticker represents one of the 3 sections of the mission. Just move the left analog controller to the left or right to cycle through the stickers, and press the ⊗ **Button** to start. By default, the next section you need to play will be highlighted when you load up your saved game.

Note: Adventure Stickers and Crystal Kingdom Stickers will be grayed out if you have not collected enough Coins to earn them. You can replay the sections for another chance to earn them all.

Options

Pressing the **SELECT Button** will access the Options Menu. Any changes made to the Options Menu will be saved in this profile only, except for Sound Options, and will not affect the other saved game profiles. Changes made to the Sound Options will affect all profiles. This way, parents can set the desired sound settings for all profiles at once.

Collectibles

Crystal Coins

Collect enough Crystal Coins and earn yourself a sticker! These coins representing each area of the kingdom and storybook worlds

you visit are scattered and hidden throughout the game. Some of these may be found along the trail; others are hidden in bushes, under mushrooms, or other objects. Collect enough Crystal Coins during a level, and you'll earn a Crystal Coin Sticker for your Adventure Map! As you collect these Crystal Coins, the meter in the upper left-hand corner of the screen will begin to fill. By filling up this meter, you will earn the appropriate Crystal Kingdom Stickers. You don't need to collect every coin in the level – just enough to fill the meter. Although you may want to so you can be a Super Crystal Kingdom Explorer!

Ride Coins

Ride Coins can be found throughout each Flight Game. If you help Dora collect them all in a single play, you'll earn a unique Ride Sticker for your Adventure Map! As you collect these Ride Coins, the meter in the upper left-hand corner of the screen will begin to fill. You will need to collect every Flight Coin to fill the meter completely and earn your Ride Sticker.

Collect Items

On her adventure, Dora will encounter some obstacles that keep her from advancing. She will need to find items to help her make it past the obstacle and continue her adventure.

Animals

Dora and Boots will find animal friends they need to help on their adventure. Usually these animals have been driven off by the Greedy King's magic and will follow Dora on her adventure and return to their homes.

Interactive Objects

Throughout the adventure, Dora and Boots will need to interact with things in the environment. They can simply jump or drop onto some, while others require the player to press a button or perform a simple action to interact.

Basic Objects

Dora and Boots can interact with these simply by jumping onto them. These include things like the floating crystals and magic rings.

Action Objects

Some objects require the player to perform special actions to interact with them. These include objects like the pulley basket and Pegasus.

Searchable Objects

These objects glow to let you know that you can search them. By pressing the ⊗ **Button** while the object is glowing, Dora and Boots will use their special skills to find what might be hiding in there. In some cases, Boots will simply search for the object hidden. In other cases, you will need to make a motion to help Dora search.

Colorable Objects

Collecting the Color Crystals will help bring the color back to most of the Crystal Kingdom, but some objects lost so much color they need a little extra help. These objects will appear gray in the environment. In order to bring the color back to these objects, the player will need to use the Color Crystal to scribble on them and color them back in.

Boots Areas

Some sections of the path are blocked off by special rocks and only Boots can get through. Pressing the ⊗ **Button** while next to these rocks will let Boots slip through. You can help him move using the same controls as Dora, exploring and collecting Crystal Coins or other objects, and then returning to Dora either the way you entered or out the other side. Either way, Dora is waiting for him there to continue their adventure.

The Adventure Trail

Help Dora and Boots travel along the adventure trail! As you move along the trail, you'll be able to explore things in the environment as well as reach the various Mini-Game Challenges, Backpack Games, Map Games and Flying Games. You'll also need to help Dora collect objects and find items and animals along the trail. At times, as you play, special meters and icons will appear on the screen. These include:

Crystal Coin Meter

This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Crystal Coins along the trail by recovering them from searchable objects. For additional information, see the Crystal Coins section of this manual.

Item/Animal Meter

This is a vertical meter on the upper right-hand side of the screen that fills up as you collect either items to overcome an obstacle or animals to return home. Once the meter is full, you've collected enough items or found all the animals. You don't really need to collect all of the items or animals to complete the adventure, but awesome explorers might want to try to fill that meter!

Snow Princess Crystal

Snow Princess will appear on Dora's Crystal in order to deliver instructions or give advice about the path ahead.

Mini-Games

As you travel along the adventure trail, you will come across mini-games from time to time. In order to get past these, Dora and Boots will need your help to do things like pick the right key and throw a lasso. These will either be Completion Mini-Games or Selection Mini-Games.

Completion Mini-Games

You will need to perform an action with the analog sticks to fill a Completion Meter in the upper right-hand corner of the screen. Once it is full, you have completed that part of the adventure and can continue.

Selection Mini-Games

You will need to choose the correct object. This could be a certain shape, size, color, etc. After you have found the correct object, you will need to perform the motion or action described to proceed.

Flying Games

After the different storybook worlds, there are Flying Games, where you will help Dora fly or float. These games have a different viewpoint than the Adventure Trail. Steer Dora or the friend she is riding, avoid obstacles, and collect Ride Coins by moving the analog stick left or right. Press or tap the ⊗ **Button** to perform a special action. Collect all of the Ride Coins and you'll earn a Ride Sticker for that flight. During the flight, special meters and icons will appear on the screen. These include:

Flight Coin Meter

This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Ride Coins along the trail. For additional information, see the Ride Coins section of this manual.

Travel Meter

This is a meter on the upper right-hand side of the screen that is used during Flight Games. This vertical meter has an icon that moves from one end to the other, indicating how close you are to reaching your destination.

Special Action

Depending on which flight game you're playing, the ⊗ **Button** does different things:

Dragon

Breathe fire to blow away dark cloud obstacles by tapping the button.

Butterfly Wings

Dive downward faster by holding the button.

Pegasus

Dodge left or right to avoid obstacles quickly by tapping the button while steering in that direction.

Backpack Games

Backpack has everything Dora needs to help on her adventure. Listen to the explanation of what Dora needs to accomplish and choose the object that will help her. Move the left analog stick to the left or right to cycle through the three options, and press the ⊗ **Button** to make your selection.

Map Games

At the beginning of each Crystal Kingdom level, Dora needs to check Map to see which storybook world they need to visit next. Map will tell you which Color Crystal they need to find next and you can select the storybook world where the crystal is hidden. Move the left analog stick to the left or right to cycle through the three storybook worlds, and press the ⊗ **Button** to make your selection.

Crystal Courses

In Crystal Courses Mode, one or two explorers can play a cooperative riding game with the Dragon and Pegasus. Unlike a traditional race, you aren't trying to beat the other player. Instead, you are trying to work together to pick up as many colored Racer Coins as you can. At the end of the race, all the coins collected by both explorers are counted.

Racer Coins

Your goal is to pick up as many colored Racer Coins as possible. The purple Racer Coins are for Dora and the pink Racer Coins are for Boots.

Racer Coin Collection Meter

Check the Racer Coin Progress Meter to see how many Racer Coins you have collected. Each time you pick up a Racer Coin, the meter will fill up a little more. Collecting all of your Racer Coins will fill the meter completely. To help remind you what color Racing Coins you need to collect, Dora and Boots are shown above each Racer Coin Progress Meter in the color that matches their Racer Coins.

Note: You can only collect your color Racing Coins. You will not be able to collect the other player's color of Racing Coins.

Selecting The Number of Racers

On this setup screen, the racers participating should press the ⊗ **Button**. The characters for each player will pop up. Player 1 is Dora and Player 2 is Boots.

Choosing Fliers

Player 1 can move his or her left analog stick to the left or right to cycle through the available combinations of fliers (Dragon or Pegasus) for the game. Once both players agree on the fliers, both players should press the ⊗ **Button** to begin.

Winning Medals

When the race is over, you can win a medal based on the number of coins you collected during the race. The more coins collected, the better the medal. You can earn a bronze, silver, or gold medal.

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PlayStation 2

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GO DIEGO GO!
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PlayStation 2

NICKELODEON

2K play

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